













Base Commodity Prices

	Silver 150		Silk 80		Cloves 65		Wool 45		Wheat 30
	Gold 200		Pearls 100		Nutmeg 70		Cloth 80		Fish 35
	Gems 300		Ivory 120		Cinnamon 75		Glass 70		Hvy. Guards 75 & 15/turn
	Relics 250		Furs 110		Grog 60		Iron 40		Lt. Guards 50 & 10/turn

Terrain Movement Costs per Map Square

	Road By Land: 1		Large River By Sea: 1		Hills Land: 2		City Land: 2, Sea: 3 Military: 2 or 3
	Grass Land: 2		Small River Land: 4 Sea: 1 (No Cogs)		Desert Camel: 2 All Others: 3		No Access City Land: 2, Sea: 3 Military: 2 or 3
	Trees Land: 3		Ocean Sea: 1		Mountains Camel: 5, Donkey: 3 Military: 4-6	<i>See manual for exact military movement costs in cities & mtns.</i>	

Merchant Prince Quick Reference Card

Trade and Military Units



Camel
Cost: 500
Att/Def: 0/1
Cargo Holds: 8



Large Galley
Cost: 700
Att/Def: 0/1
Cargo Holds: 4



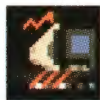
Knights
Cost: 170/turn
Att/Def: 5/3



Marines
Cost: 90/turn
Att/Def: 3/3



Donkey
Cost: 500
Att/Def: 0/1
Cargo Holds: 8



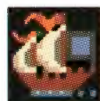
Small Galley
Cost: 400
Att/Def: 0/1
Cargo Holds: 2



Siege Trains
Cost: 150/turn
Att/Def: 5/2



Fusiliers
Cost: 90/turn
Att/Def: 4/2



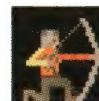
Large Cog
Cost: 1000
Att/Def: 0/1
Cargo Holds: 8



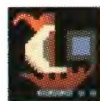
Light Guards
Cost: 10/turn
Att/Def: 0/ +1
Uses 1 Hold



Cavalry
Cost: 130/turn
Att/Def: 3/2



Archers
Cost: 70/turn
Att/Def: 3/2



Small Cog
Cost: 800
Att/Def: 0/1
Cargo Holds: 6



Heavy Guards
Cost: 15/turn
Att/Def: 0/ +2
Uses 1 Hold



Horse Archers
Cost: 110/turn
Att/Def: 3/2



Footmen
Cost: 60/turn
Att/Def: 2/3